Variations on the Shrub

Chokeberry Chucker

Tiny plant, unalinged

Armor Class 12 (unarmored)
Hit Points 9(3d6)
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	6 (-2)

Damage Vulnerability fire
Senses passive Perception 10
Languages –
Challenge 1 (200 XP)

False Appearance. When unmoving, the chokeberry chucker is indistinguishable from a mundane plant of its variety.

Chokeberry. The chucker has 2d6 Chokeberries at the start of an encounter. As an action the chucker can throw these berries for 1d6 bludgeoning damage per berry. The chucker can throw up to three(3) berries per action.

Ambusher. The chucker has advantage on attack rolls against any creature it has surprised.

Actions

Multiattack. The Chokerberry Chucker can make one *rake* attack or up to 3 Chokeberry attacks provided it has the berries to do so.

Rake. *Melee Weapon Attack*: to hit +4, Range 5ft, 1 target, *hit* 4(1d4+2) slashing damage.

Chokeberry. *Ranged Weapon Attack*: to hit +4, Range (20/80), 1 target, hit 5 (1d6+2) bludgeoning damage . :

Description

The Chokeberry Chucker is one of many magically or otherwise ambulatory magical shrub plants. If animated by magic they take after the awakener in most cases but wild ones have a tendency to set up ambush spots and hunt local small and tiny beasts. They use these as compost for their chosen location.

Luring Lavender

Tiny plant, unalinged

Armor Class 9 (unarmored)
Hit Points 9(3d6)
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	8 (-1)	11 (+0)	10 (+0)	11 (+0)	14 (+2)

Damage Vulnerability fire
Senses passive Perception 10
Languages –
Challenge 1 (200 XP)

False Appearance. When unmoving, the Luring Lavender is indistinguishable from a mundane plant of its variety.

Alluring Scent. All creatures within 30ft. of the lavender that can smell must make a DC 12 Charisma saving throw or be charmed for 1d4 rounds. While charmed in this manner a creature must use its movement to get as close as it can to the lavender. Once a creature has been subject to the *poisonous pollen* effect this save is made at advantage.

Poisonous Pollen All creatures that start their turn within 5ft. of the lavender must make a DC 12 constitution saving throw or take 14 (6d4+2) poison damage and are *poisoned* for 1d4 rounds, no damage or effect on a save.

Actions

Rake. *Melee Weapon Attack*: to hit +4, Range 5ft, 1 target, *hit* 4(1d4+2) slashing damage.

Description

The Luring Lavender is one of many magically or otherwise ambulatory magical shrub plants. If animated by magic they take after the awakener in most cases but wild ones have a tendency to set up ambush spots and hunt local small and tiny beasts. They use these as compost for their chosen location.

Roving Rockrose

Tiny plant, unalinged

Armor Class 9 (unarmored)
Hit Points 11(3d6+2)
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	8 (-1)	14 (+2)	10 (+0)	14 (+2)	9 (-1)

Damage Vulnerability fire
Senses passive Perception 10
Languages –
Challenge 1/4 (50 XP)

False Appearance. When unmoving, the Roving Rockrose is indistinguishable from a mundane plant of its variety.

Pack Tactics. The rockrose has advantage on an attack roll against a creature if at least one of the Rockrose's allies is within 5 feet of the creature and the ally isn't incapacitated

Follower beasts. The rockrose has gathered a number of allies with its healing magic. it has up to 2d4 tiny and 1d4 small beasts or fey allies at the start of the encounter.

Innate spellcasting. The Roving Rockrose's spellcasting modifier is wisdom. It can innately cast the following spells without material components

At will: Druidcraft

3/day: Healing word

1/day: Cure wounds

Actions

Attack. The rockrose can make one *rake* attack or cast one spell per turn.

Rake. *Melee Weapon Attack*: to hit +0, Range 5ft, 1 target, *hit* 4(1d4-1) slashing damage.

Healing word. *Ranged Spell:* range 60ft., 1 target, 1d4+2 healing.

Cure Wounds. *melee spell:* range touch, 1 target, 1d8+2 healing.

Description

The Roving Rockrose is one of many magically or otherwise ambulatory magical shrub plants. If animated by magic they take after the awakener in most cases but wild ones have a tendency to gather beasts or fey to itself and hunting larger beasts in cooperation. What isn't consumed by the follower beasts is used as compost for the rockrose's favored resting place.

Soapberry Slinger

Tiny plant, unalinged

Armor Class 12 (unarmored)
Hit Points 10(3d6+1)
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14(+2)	11 (+0)	10 (+0)	11 (+0)	6 (-2)

Damage Vulnerability fire
Senses passive Perception 10
Languages –
Challenge 1 (200 XP)

False Appearance. When unmoving, the Soapberry slinger is indistinguishable from a mundane plant of its variety.

Soapberry. The slinger has 2d6 Soapberries at the start of an encounter. As an action the slinger can throw these berries for 1d6 acid damage per berry. The slinger can throw up to three(3) berries per action.

Ambusher. The slinger has advantage on attack rolls against any creature it has surprised.

Actions

Multiattack The Soapberry slinger can make one *Rake* or up to 3 Soapberry attacks per round provided it has the berries to do so.

Rake. *Melee Weapon Attack*: to hit +4, Range 5ft, 1 target, *hit* 4(1d4+2) slashing damage.

Soapberry. *Ranged Weapon Attack*: to hit +4, Range (20/80), 1 target, *hit* 5 (1d6+2) acid damage.

Description

The Soapberry Slinger is one of many magically or otherwise ambulatory magical shrub plants. If animated by magic they take after the awakener in most cases but wild ones have a tendency to set up ambush spots and hunt local small and tiny beasts. They use these as compost for their chosen location.

Witch Hazel

Tiny plant, unalinged

Armor Class 9 (unarmored)
Hit Points 9(3d6)
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	8(-1)	11 (+0)	10 (+0)	11 (+0)	14(+2)

Damage Vulnerability fire
Senses passive Perception 10
Languages –
Challenge 1/2 (100 XP)

False Appearance. When unmoving, the Witch Hazel is indistinguishable from a mundane plant of its variety.

Magic resistance. The witch-hazel has advantage on saving throws against magic spells

Innate spellcasting. The witch-hazel's casting modifier is Charisma. It can innately cast the following spells without material components;

at will: *Poison Spray*, *Druidcraft*

2/day: *Entangle*

1/day: *Thunderwve*

Actions

Attack. The witch hazel can make one *rake* attack or cast one spell per turn.

Rake. *Melee Weapon Attack*: to hit +4, Range 5ft, 1 target, *hit* 4(1d4+2) slashing damage.

Poison Spray. *Ranged Spell Attack:* DC 12 CON save, Range 10ft, 1 target, *fail* 6 (1d12) poison damage

Entangle. *Ranged Spell Attack:* DC 12 STR save, range 90ft,area 20 ft cube, *fail* restrained

Thunderwave. *Ranged Spell Attack:* DC12 CON Save,Range self, area 15ft cube, *fail* 2d8 thunder damage and pushed 10 ft. half damage on a success and no push.

Description

The witch hazel is one of many magically or otherwise ambulatory magical shrub plants. If animated by magic they take after the awakener in most cases but wild ones have a tendency to set up ambush spots and hunt local small and tiny beasts.